Reins of Power {2}{U}{U}



Instant

Untap all creatures you control and all creatures target opponent controls. You and that opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn.

Colin MacNeil

™ & © 1993–2011 Wizards of the Coast LLC 57/318

Reins of Power {2}{U}{U}

Instant

Untap all creatures you control and all creatures target opponent controls. You and that opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn.

Colin MacNeil

™ & © 1993–2011 Wizards of the Coast LLC 57/318

Reins of Power {2}{U}{U}

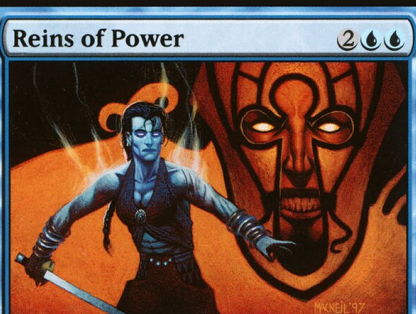
Instant

Untap all creatures you control and all creatures target opponent controls. You and that opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn.

Colin MacNeil

™ & © 1993–2011 Wizards of the Coast LLC 57/318

Reins of Power {2}{U}{U}



Instant

Untap all creatures you control and all creatures target opponent controls. You and that opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn.

Colin MacNeil

™ & © 1993–2011 Wizards of the Coast LLC 57/318

Reins of Power {2}{U}{U}

Instant

Untap all creatures you control and all creatures target opponent controls. You and that opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn.

Colin MacNeil

™ & © 1993–2011 Wizards of the Coast LLC 57/318

Reins of Power {2}{U}{U}

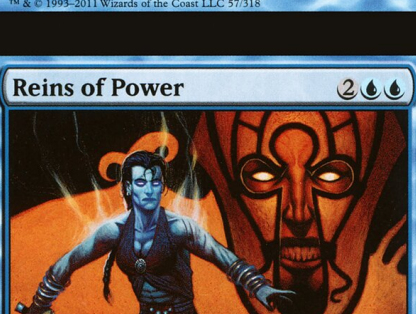
Instant

Untap all creatures you control and all creatures target opponent controls. You and that opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn.

Colin MacNeil

™ & © 1993–2011 Wizards of the Coast LLC 57/318

Reins of Power {2}{U}{U}



Instant

Untap all creatures you control and all creatures target opponent controls. You and that opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn.

Colin MacNeil

™ & © 1993–2011 Wizards of the Coast LLC 57/318

Reins of Power {2}{U}{U}

Instant

Untap all creatures you control and all creatures target opponent controls. You and that opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn.

Colin MacNeil

™ & © 1993–2011 Wizards of the Coast LLC 57/318

Reins of Power {2}{U}{U}

Instant

Untap all creatures you control and all creatures target opponent controls. You and that opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn.

Colin MacNeil

™ & © 1993–2011 Wizards of the Coast LLC 57/318